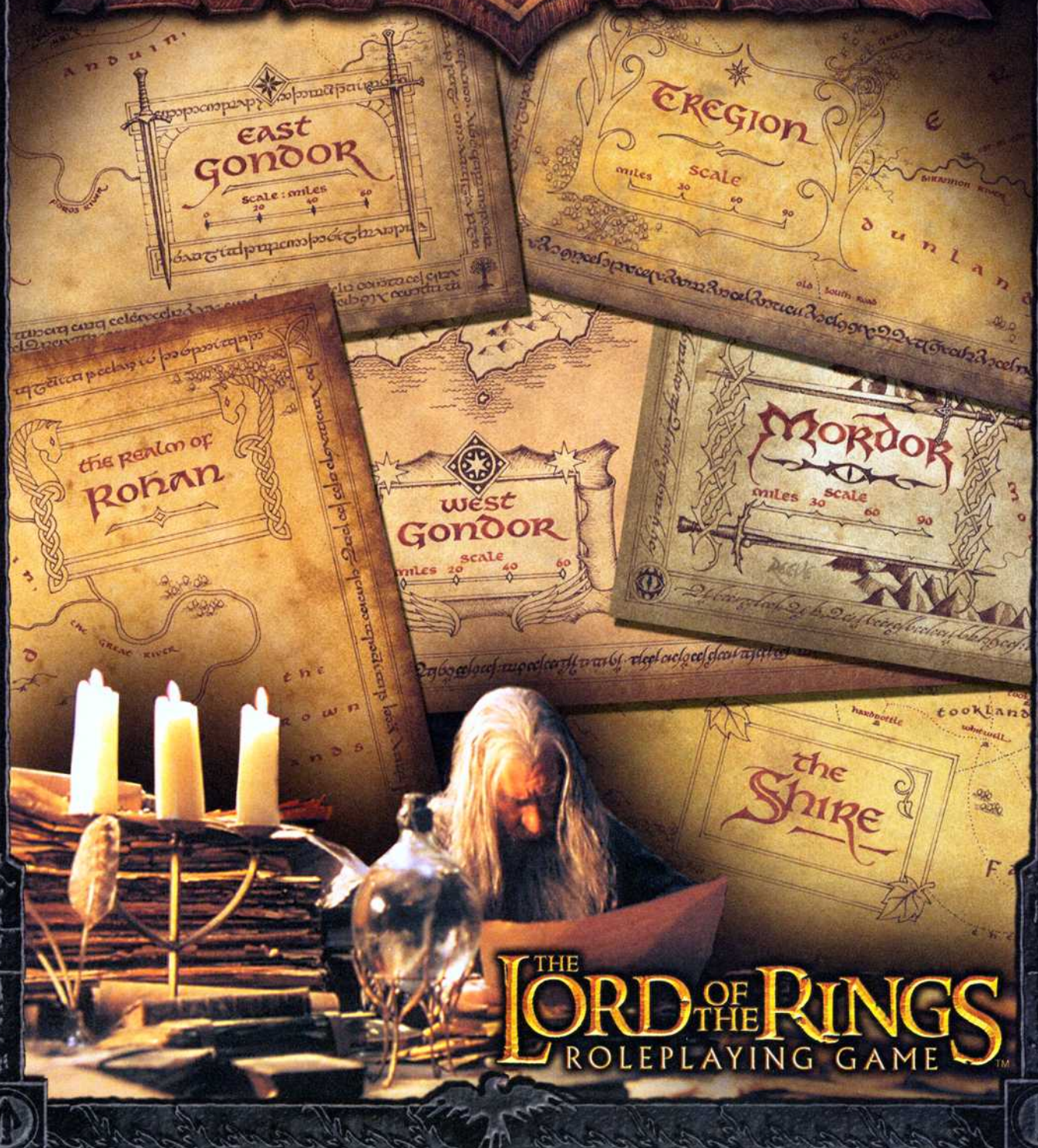
# Maps of Middle-earth™




THE LORD OF THE RINGS™
ROLEPLAYING GAME

## Daniel Reeve, Artist

When *The Lord of the Rings* movie project began, Daniel was a part-time artist, regularly exhibiting and selling his paintings throughout New Zealand. Daniel's work appears in private collections in the United Kingdom and South Africa, and in New Zealand at Parliament and the offices of the Waitangi Tribunal. His art career was slowly evolving while he worked full time as a computer programmer.

As an avid fan of J.R.R. Tolkien, Daniel has also practiced calligraphy, Elvish lettering, and map-making for many years. When Peter Jackson decided to make *The Lord of the Rings* films in Wellington, the fortunate alignment of all these factors was too great to ignore. Daniel became the official *The Lord of the Rings* movie calligrapher and cartographer, preparing all of the maps, books, scrolls, and inscriptions for the films.

His long-time dream a reality, Daniel finally quit his job as a computer programmer and began working full time as a freelance artist. From the Middle-earth map seen on all of the merchandising for *The Fellowship of the Ring* to the Elvish inscription on the One Ring itself, Daniel's work continues to capture the essence of Tolkien's world and its characters, generating praise and admiration from fans all over the globe. He continues to work on new set pieces and cartography for the second and third films, and remains profoundly grateful for the opportunities these films have afforded him. In the words of Bilbo Baggins, "The road goes ever on and on..."

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# The Lands of Middle-earth

*"'I have crossed many mountains and many rivers, and trodden many plains, even into the far countries of Rhûn and Harad where the stars are strange.'"*

*— Aragorn,*
*The Fellowship of the Ring*

From the deserts and jungles of farthest Harad to the icy wastes of Forodwaith, from the Sea in the West, across the Misty Mountains, to the plains and lakes of the East, Middle-earth is a world of wondrous lands, proud kingdoms, deadly peaks, and dark forests. Within its bounds adventurers can find places of ease and rest, lairs of fell beasts and monsters most foul, and caverns filled with cruel Orcs. Every day of travel or work may bring excitement—and danger.

## Eriador

Westernmost of the regions of Middle-earth, Eriador is a land filled with forests, hills, and fields. Its climate tends to be cool and at times rainy, though heavy snows occur only near mountainous areas.

Home to Hobbits, Elves, Dwarves, and Men, as well as many other, stranger creatures, Eriador is largely depopulated by the time of the late Third Age, with broad stretches of wild and empty lands between the towns and settled areas. In the Fourth Age, after the establishment of the Reunited Kingdom, people and prosperity fill it once more. Of the Five Wizards, Gandalf the Grey (afterwards Gandalf the White) spent the most time in Eriador and did what he could to protect its people during the last two millennia of the Third Age.

### Lindon

The last remnant of the sunken continent of Beleriand to remain above the waves, Lindon is a green and pleasant land on the westernmost verge of Middle-earth. Divided by the Gulf of Lhûn into Forlindon (to the north) and Harlindon (to the south), it was Gil-galad's kingdom throughout the Second Age, and home to most of the Noldor remaining in Middle-earth. Depopulated by losses during the Wars of the Elves and Sauron and the Last Alliance during the Second Age, the kingdom lapsed after the death of Gil-galad (when the kingship also fell into abeyance). However, many Wandering Companies of Elves still considered Lindon their home throughout the Third Age.

With the exception of the Havens and the three White Towers, Lindon contains no cities or visible dwellings, but there are many hidden halls and secret retreats, visible only to those who know how to find them. Save for the Dwarves of the Blue Mountains, only Elves dwell in Lindon. Others who pass through find its silences and emptiness uncanny. A lightly forested land, it has many grassy regions along the coasts, and scrub or heather where the foothills rise into mountains. It is said that no part of Lindon lies outside the sound and smell of the Sea, at least to Elven-senses. After the greater part of its people depart at the beginning of the Fourth Age, it becomes even more than before an empty, silent land, home only to birds and beasts.

## The Halls of the Dwarves

Lindon's chief feature is the Blue Mountains (Ered Luin), a range running north-south, bending somewhat to the east in Harlindon and ending near the Brandywine River. Though not so tall and sharp as the Misty Mountains, the oft-forested peaks of the Ered Luin form a barrier that separates the rest of Lindon from Eriador proper. The cataclysm that ended the First Age created the Gulf of Lhûn, which splits the Blue Mountains in twain.

Since the First Age, these mountains have been home to Dwarves. Once they contained the great Dwarf-halls of Nogrod and Belegost, like unto Khazad-dûm in their splendour, but those noble mansions were destroyed in the breaking of Thangorodrim. Some of the survivors fled to other Dwarf-realms, but many stayed and established new homes on the east side of the mountains, especially to the north of the Great East Road. Thousands of years later, when Durin's Folk abandoned Khazad-dûm, many of them settled here. Durin's royal house joined them when the dragon Smaug destroyed Erebor.

Even in the dark days at the end of the Third Age, these Dwarf-communities still thrive, with much coming and going of goods and supplies. They trade both with their kinsmen in the east and north, and with the Men of Eriador. In the early Fourth Age, the Dwarves of the Blue Mountains establish alliances with the Reunited Kingdom and busy themselves with King Elessar's rebuilding program.

## The Grey Havens (Mithlond)

The land immediately surrounding the Gulf of Lhûn contains Lindon's only city, Mithlond. Better known as the Grey Havens, this place is located at the mouth of the River Lhûn (Blue River). The Elven shipwrights and mariners here build ships capable of sailing the Lost Road to Elvenhome in the Undying West, and it is to here that all Elves who have at last grown weary of Middle-earth make their pilgrimage and then depart. Throughout the Second and Third Ages, the Havens were the dwelling-place of Círdan the Shipwright, an Elf of great nobility and power who once possessed Narya, the Ring of Fire, but gave it to Gandalf.

After Círdan's departure at the beginning of the Fourth Age, some of his shipwrights remain and continue to practice their ancient craft of preparing ships for those few Elves who have yet to depart. Visitors who come expecting a bustling port city, however, are surprised by the quiet and calm of the Havens, a place for Elven pilgrims to rest and prepare for the coming voyage. Mithlond is more like Rivendell than a fishing-town of Men.

## The White Towers

The Tower Hills (Emyn Beraid) just east of the Grey Havens take their name from the three tall White Towers that dot their crests. These are not Elven-towers, but outposts of the Lost Kingdom of Arnor. The westernmost of them held the seventh and most prized of all the *palantíri*, the one possessing the power to look across the Sea. After the passing of the North-kingdom, the Elves of Lindon took the White Towers into their keeping and guarded the stone until the end of the Third Age, when it was carried West by Círdan. Thereafter King Elessar took the ancient towers back into the Kingdom of Arnor, and they once again became dwellings of the Dúnedain.

## The Lost Realm of Arnor

Once covering virtually all of Eriador, Arnor was the elder of the two Númenórean kingdoms in exile. Elendil himself ruled it from the city of Annúminas (Tower of the West) on Lake Evendim. At its height, Arnor stretched from the Blue Mountains in the west to the foothills of the Misty Mountains in the east, and from the Ice Bay of Forochel in the north to the river Isen in the south. However, some smaller regions within those borders stood apart, just as the Shire did in the Third Age. For example, the Old Forest was never truly owned by any kingdom, although it lay within Arnor's borders, and later those of Cardolan. Likewise Rivendell, while on Arnor's eastern border, was never considered part of that kingdom, but a realm apart.

Despite being further removed from the peril of Mordor and constant invasion from the east and south, Arnor did not thrive as Gondor did. The massacre of its soldiers in the disaster of the Gladden

Fields, as they returned from the battles that ended the Second Age, began a slow waning of the Dúnedain of the North.

Midway through its history, problems of succession caused Arnor to be divided into three sister kingdoms: Arthedain, Cardolan, and Rhudaur. Subsequent wars between them, a disastrous plague, and invasion from the north hastened the Dúnedain's decline.

## Arthedain

Of the three realms of Arnor, Arthedain most carried on the traditions of the elder kingdom, as its king retained the heirlooms of the House of Isildur—the three *palantíri* of the north, the Ring of Barahir, the Sceptre of Annúminas, and the Elfstone—as well as control over the fortress atop Amon Sûl (Weathertop). Its capital was moved from Annúminas in the west, which fell into ruin, to Fornost Erain ('Norbury of the Kings') to the south of the North Downs. Arthedain also maintained the Great East Road that ran from the Grey Havens, past Rivendell, and over the mountains into Wilderland. It also tended the North Road from Fornost as far as Bree.

Arthedain encompassed a wide variety of terrain, from rugged hills and desolate moors to well-watered farmlands, fertile river valleys, and meandering grassy downs. It was home not just to the Dúnedain but also to the Bree-folk and, later, to the Hobbits. In addition, many Wandering Companies of Elves travelled through it often, and Dwarves were a common sight on the Great East Road. Until the splitting of the kingdom, and again after the destruction of Angmar, these lands were probably the most peaceful in Middle-earth at most times.

By the time of the War of the Ring, what had once been Fornost Erain was reduced to overgrown mounds with a few old ruins poking up through the grass. Known as Deadmen's Dike, it was shunned by all but the Rangers, and the old road leading to it was so overgrown from disuse that it was called the Greenway. Many fell and dangerous beasts lurked in the lands around it.

With the restoration of Arnor early in the Fourth Age, Fornost Erain is rebuilt and again becomes the capital of the Dúnedain of the North and the chief city of all Eriador, home to Elessar and Arwen's court (which alternates every decade or so between Minas Tirith and Fornost). The Greenway is repaired and again becomes much travelled, abandoned inns along the Great East Road east of Bree are restored, and many of the desolate lands between Bree, Fornost Erain, and the Brandywine are again brought under cultivation.

## Cardolan

After the division of Arnor, the southern third of the old kingdom became known as Cardolan. Most of Cardolan's people lived between the Greyflood and the Brandywine, including the fertile lands known as

Minhiriath ('[Land] Between the Rivers'). More people lived near the Greyflood than the Brandywine, the mouth of the latter being overlooked by hills on one side and the Eryn Vorn ('Black Wood') on the other. Their chief cities, Lond Daer and Tharbad, sat along the Greyflood. Lond Daer was a great port where the river flowed into the sea. Tharbad was an important waystation for overland travel between the North and Gondor.

Since it was so thickly settled, Cardolan suffered much during the war with Angmar, which concluded in a heroic but unsuccessful last stand on their northern border in the Tyrn Gorthad ('Barrow-downs'), the hills containing burial mounds, located west of the South Downs. The Great Plague killed most of the surviving commoners and all of the Dúnedain there two centuries later. Those few who remained later intermarried with the various Middle Men who had formerly been subject to them, kinsmen of the Bree-folk and Dunlendings. The barrows themselves indicate that this process had begun much earlier, as the princes of Cardolan must have adopted this burial custom from pre-Númenórean inhabitants, it being contrary to Dúnadan custom.

Thereafter, the areas that had once been Cardolan devolved into scattered, isolated communities. By the end of the Third Age, Minhiriath was largely empty, and even Tharbad was a deserted ruin, the Great Bridge here having collapsed to form a ford of stony rubble.

With the restoration of the North-kingdom early in the Fourth Age, Tharbad once again becomes an important stop on the road between Arnor and Gondor. With the help of the Dwarves, King Elessar rebuilds the Great Bridge and the town, though the rest of Cardolan remains only lightly settled for long years thereafter.

## Rhudaur

Rhudaur consisted of the eastern third of Arnor, particularly the region between the Weather Hills, the Ettenmoors, and the Trollshaws. This land is higher in elevation than that further west or south, good for pasture but poor for farming, and the folk of Rhudaur soon came to envy the fertile valleys and plentiful farmland of their sister realms. The Dúnedain here mingled with the Hill-men who first settled these lands, a dour folk accustomed to hostility from every side. Within a few centuries, these Dúnedain were completely absorbed by their more numerous neighbours.

When Angmar rose in the north, the folk of Rhudaur became its staunchest allies. They helped destroy Cardolan and Arthedain before being devoured and turned into a mere province of Angmar. What little remained of Rhudaur was destroyed in the battles that overthrew Angmar. The region remained a wasteland thereafter, occupied only by roving bands of outlaws.

The folk of Rhudaur lived in hill-forts instead of cities. Some of these evolved into fortresses and castles, while others remained simple enclosures on high ground where low earthen walls protected flock and folk alike. All these were ruins by the end of the Third Age, and some had become Troll-lairs, home to bands of wolf's-heads or the like.

The area remains largely uninhabited, except along the Great East Road, well into the Fourth Age. This is due to the nearness of Orcs in the mountains, Giants in the Ettenmoors, and Trolls in the Trollshaws.

## The Shire

*'The Shire was divided into four quarters . . . and these again each into a number of folklands, which still bore the names of some of the old leading families[.]'*
*— The Fellowship of the Ring*

The Shire is a pleasant, peaceful land about 120 miles long (west to east) and 150 miles wide (north to south). Divided into four quarters, or farthings — Northfarthing, Eastfarthing, Southfarthing, and Westfarthing—it is a densely settled land of fields, farmlands, woods, streams, and villages. For the last 1,500 years, it has been the homeland of most of the Hobbits. The original settlement was a land-grant from one of the last

kings of Arthedain to refugees entering Eriador from Wilderland. It was later expanded through the addition of Buckland to the east, a narrow strip along the far shore of the Brandywine some 20 miles long but only about seven miles wide.

While well populated, the Shire has no true cities, the folk being dispersed across the whole country. The largest settlement, Michel Delving ('Great Burrows') in the chalky White Downs of Westfarthing, serves as the seat of what government the Hobbits have. It houses the home of the Mayor as well as the headquarters of the Shirriffs, the Bounders, and the Post. Michel Delving also includes the Mathom House (the Shire museum) and is the site of the Free Fair (a septennial event). A town of some size, it is unusual for the Shire in that, extensive as the namesake delvings are, a large portion of the town is aboveground.

Most of the other large population centres owe their numbers to being the home of a large and prosperous extended family, such as the Great Smials at Tuckborough. The Tooks live in Great Smials, while Tuckborough itself is largely populated by servants and workmen employed by or dependent in some way upon them. Similarly Brandy Hall in Buckland is the home of the Brandybuck clan, with the rest of Buckland serving as home to their friends, followers, retainers, and more distant relations. Most of the villages that dot the landscape are home to only one or two hundred Hobbits. Bilbo's grand birthday party, with its 144 invited guests, included virtually everybody in the nearby village of Hobbiton and the neighbourhood once the cooks, servers, and other party staff were added in.

For such a small country, the Shire has a great variety of terrains: hills, river valleys, bogs, woodlands (thickening to forest toward the northern border), marshes, moors, and open downs. Aside from its unique native architecture, few other points are of interest to a stranger passing through, except perhaps the Three-Farthing Stone, near the centre of the Shire, just southeast of Bywater.

Early in the Fourth Age, King Elessar declares the Shire off-limits to Men. A second expansion, Westmarch, is added a generation after the War of the Ring (one of the original pioneers being Sam Gamgee's oldest daughter), extending the western border of the Hobbits' lands from the Far Downs to the Tower Hills. The Shire prospered greatly during the Fourth Age, not just sharing in the general improvement of conditions the rest of Eriador experienced with the renewal of the North-kingdom, but also establishing new ties with other realms as the result of friendships that grew up during the Quest of Erebor and the War of the Ring.

## The Old Forest

*'"But the Forest is queer... And the trees do not like strangers. They watch you."'*
*— Merry, The Fellowship of the Ring*

Tiny by the standards of Middle-earth's great forests like Fangorn, Lothlórien, and Mirkwood, the Old Forest nevertheless deserves respect because of its primeval nature. The trees here are very like the first trees in the first forest before Elves or Men ever came into the world. The magic of the land is strong here. Old, dark trees with twisted hearts, like Old Man Willow, can sometimes cast enchantments, subtly move to force travellers away from their chosen route, or work other evils.

Fortunately, those who stray within the Old Forest have at least one protector: the jolly Tom Bombadil, a mysterious being known as Iarwain Ben-adar to the Elves, Orald to the Men of the North, and Forn to Durin's Folk. Tom possesses powerful (if subtle) magic, and so does his wife, Goldberry, daughter of the River-woman of the Withywindle.

Bombadil is a strange fellow. Too tall and heavy to be a Hobbit, but too short to be a Man, he wears a blue coat, a battered hat with a tall crown and a long, blue feather, and yellow boots, and he sings often and loudly. Within his 'realm,' Tom has great power. Not even the One Ring can affect or dismay him. Outside of his lands, he does not go.

### The Barrow-downs

Not actually in the Old Forest, but on its eastern border sit the Barrow-downs ('Tyrn Gorthad'), a range of treeless hills topped with burial mounds and a scattering of standing stones and stone circles. Some of these date to the First Age. The ancestors of the Bree-men created them, just as their distant kinsmen, the Dead Men of Dunharrow, created the Púkel-men and the Paths of the Dead in the White Mountains. Others, created later, date from the time of the kings and princes of the Dúnedain.

The Downs have been very dangerous since the mid-Third Age, when Angmar overran the land and the Witch-king sent evil spirits to inhabit the barrows. The area has been haunted ever since, with unwary travellers lured off to their doom. See pages 294-5 for more information on the Barrow-wights who live there.

## Bree-land

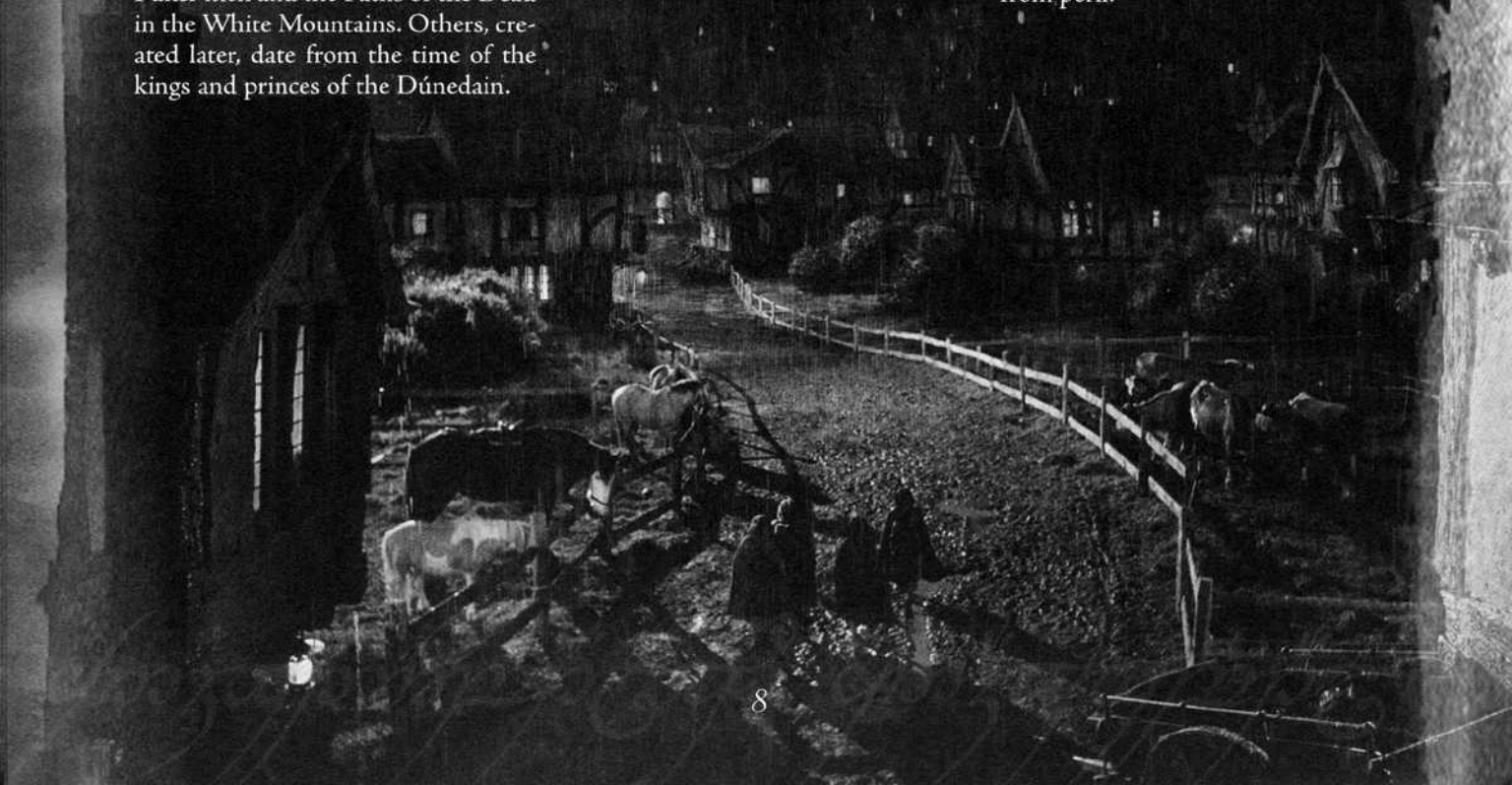
This tiny realm is simply an informal confederation of several villages—Bree, Staddle, Combe, and Archet—with no king or lord to rule them. As neighbours, the Breelanders work together to keep the Road in repair and muster defence in times of trouble.

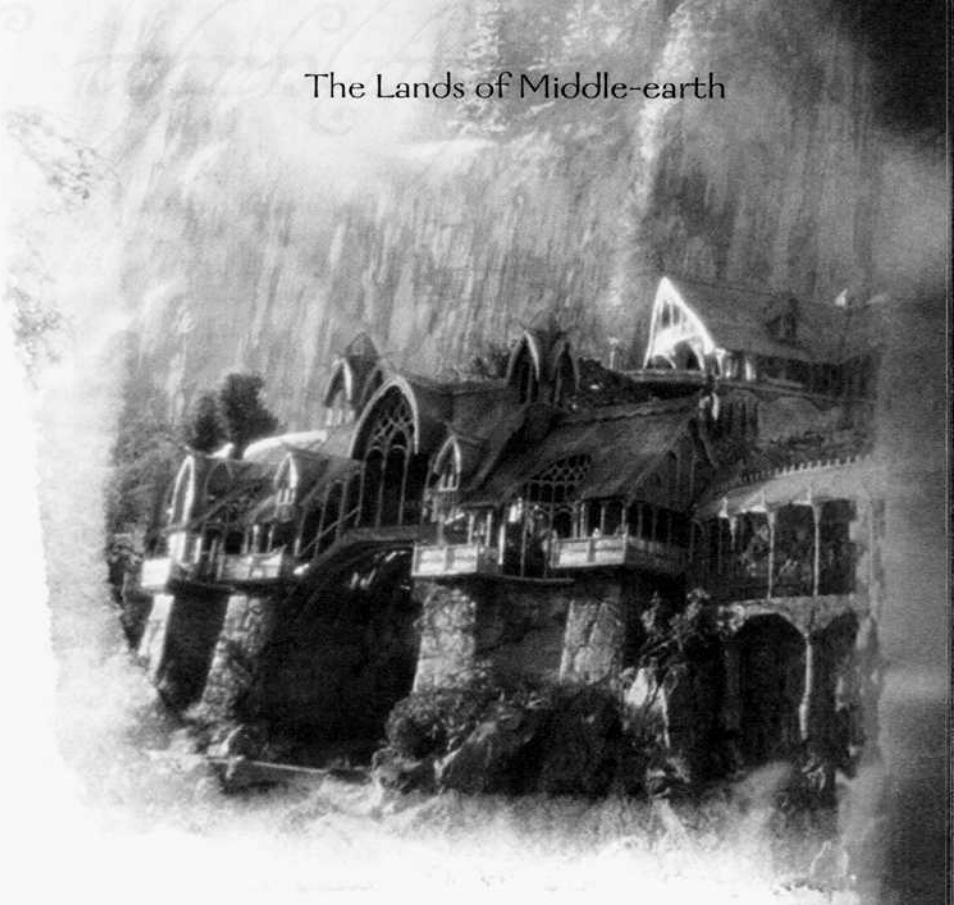
Two races jointly occupy Bree-land: Men and Hobbits. The Bree-men are one of the last remnants of the original Men who inhabited Eriador. The Dunlendings, from whom they have been separated for centuries but with whom they still maintain trade up and down the North Road, are their closest kin. The Hobbit-folk of Bree are later arrivals. Bree is the oldest surviving Hobbit settlement in Middle-earth. The Hobbit presence here dates back to not long after they crossed the mountains west from Wilderland. It was from Bree-land that, 300 years later, the hobbits colonizing the Shire set out.

### Bree

*'The village of Bree had some hundred stone houses of the Big Folk, mostly above the Road, nestling on the hillside with windows looking west.'*
*— The Fellowship of the Ring*

Located at the crossing of the North Road (the Greenway) from Tharbad to Fornost Erain and the Great East Road from Mithlond to the Misty Mountains, Bree is built up against Bree Hill. It contains about a hundred houses of Men, built of sturdy stone, and somewhat fewer Hobbit-dwellings often dug directly into the Hill itself. A stout hedge-wall and a dike, with one gate on each side for the Great East Road, protects it from peril.





Once an important place during the days of the North-kingdom, Bree declined into a sleepy small town by the end of the Third Age. At that time, it was best known to travellers as the site of the Prancing Pony Inn, run by the inestimable Barliman Butterbur and featuring some of the best food and beer between the Mountains and the Sea. In the early Fourth Age, with the renewal of the Kingdom of Arnor and the refounding of Fornost Erain as King Elessar's northern capital, Bree once again flourishes.

## Rivendell (Imladris)

Founded by Elrond late in the Second Age, Imladris, also known as Rivendell and the Last Homely House, is a refuge for Elves and Elf-friends. Established after the fall of Eregion, it became home to the few surviving Elven-smiths who still knew something of the lore of Fëanor and Celebrimbor. These same smiths reforged the shards of Elendil's sword for Aragorn at the start of the War of the Ring.

After Gil-galad perished and his kingdom faded away, Rivendell became a welcome stop for Wandering Companies of Elves who no longer had any permanent dwelling. Many Elves from Mirkwood or further east who had decided to heed the Sea-call stopped at Rivendell on their way to the Havens to remember their past in Middle-earth and learn more of what awaited them beyond the Sea.

After the destruction of the North-kingdom, Elrond welcomed the heirs of Isildur and their kin into his house and acted as a foster father to each Chieftain of the Dúnedain in turn. As descendants of his brother Elros, they were his distant kin.

A hidden realm, Rivendell was very hard to find except by those Elrond wished to find it. This protection was in part physical—for it was built within a deep valley—and in part a function of Elrond's magical powers. Quite small as 'realms' go, it consists of the great main house with its outlying wings containing libraries, feast-halls, and sleeping rooms, plus a few outbuildings, terraces, and groves. But its power and importance are not to be measured by mere size. There were few spots in Middle-earth where so many of the Wise so often gathered together, or which openly welcomed all Elf-friends and allies of the West. In addition, Rivendell is a place of great lore. The scrolls, books, and living memories there can speak of much that once existed in Middle-earth: the history of the First and Second Ages, the lore behind the deeds of the War of the Ring, and much else.

In the Fourth Age, after Elrond's departure over the Sea, his sons, Elladan and Elrohir, remain in Imladris for a time and maintain it as a refuge, a hostelry, and a house of lore. They keep up close ties with their sister the Queen, their grandfather Celeborn of Lórien, and their kinsman Elessar.

## Eregion (Hollin)

*'"We have reached the borders of the country that Men call Hollin; many Elves lived here in happier days, when Eregion was its name."'*

*— Gandalf, The Fellowship of the Ring*

An Elven-realm founded early in the Second Age by Celebrimbor, grandson of Fëanor, Eregion was home to many of those Noldor who survived the terrible struggle against Thangorodrim in Beleriand during the First Age. They moved from Lindon to be near their friends, the Dwarves of Moria (Khazad-dûm). With them, they had the greatest friendship that had ever yet grown up between Dwarves and Elves, a partnership that greatly benefited both peoples.

Unfortunately, the desire of this people for lore and power led to their doom. They accepted the help of

Sauron, not knowing him for who he really was. With his aid, they forged the Rings of Power, all of which—save the Three—the Dark Lord took control of by crafting the One Ring. Eregion was destroyed—and Celebrimbor and many of its other Elves slain—during the War of the Elves and Sauron. The few survivors, rescued by Elrond, lived in Rivendell thereafter.

Eregion, or Hollin as Men call it, is a high plateau, with the land rising steadily into the mountains. A rocky, windy highland of bare stone, stubborn grasses, and many holly trees (from which it takes its name), it contains many ruins: the homes and forges of the vanished Elven-smiths, now reduced to half-buried stones sticking up through the grassy tussocks. No one lives in Eregion now, only animals, including wolves and some fell beasts such as the *crebain* (malicious crows used as spies by, among others, Saruman). The coming of the Fourth Age brings little change to this place—which had remained desolate but beautiful since well before the Third Age began—but at least see it freed from the evils of Saruman's spies.

## The Enedwaith and Dunland

The Enedwaith, or 'Middle Lands,' was the region that lay between the Two Kingdoms of Arnor and Gondor. Bordered on the north by the rivers Greyflood (Gwathló) and Swanfleet (Glanduin), and in the south by the Isen, it stretched from rocky cliffs overlooking the Sea in the west to the Misty Mountains and the Gap of Rohan in the east. To the east of the Old South Road, the land rose into foothills and then mountains, with a few farmholds or small villages nestled in the vales of the mountains along the streams and rivers. To the west, some of the smaller rivers ran into bogs, while others crisscrossed the plains on their way to the sea. A few stone circles or barrows appear on isolated hilltops, and in some places standing stones dot the landscape.

The Enedwaith was never densely populated, but the easternmost portion, Dunland, was still home, at the end of the Third Age, to the Dunlendings, the last, large group remaining of the Men who settled Eriador in the First Age.

Dunland has no cities or monuments. Each clan or village or homestead tends to its own affairs, acknowledging only such lords among their own people as suit them. Few things unite them: raids by Orcs coming down from the mountains; the needs of survival in times of harsh weather; and their enmity against their neighbours to the south, the Eorlings of Rohan (called *forgoil*, or 'Strawheads,' by the dark-haired Dunlendings).

The Dunlendings do not forget that all Rohan was once their land (the Dead Men of Dunharrow were their kin, as are the Men of Bree), and they cherish dreams of someday driving out the 'invaders,' even after all these centuries. They are not, however, an evil people. It is even said that some, after their defeat at Isengard during the War of the Ring, joined in the fight against Sauron in time for the final battles.

During the Fourth Age, some Dunlendings continue to nurse their grudges against Rohan, while others become more like the Bree-folk and take advantage of increased travel along the restored North-South Road to improve trade and the overall prosperity of the region. This leads them to become reluctant allies, but allies nonetheless, of the restored Dúnadan kingdom.

# The North

## Angmar

A desolate and empty land at the northernmost end of the Misty Mountains, Angmar arose as an opponent of Arnor and a force of great evil in about the year 1300 of the Third Age. Led by a fell being known only as the Witch-king—who later proved to be the Lord of the Nazgûl—the Hill-men, Orcs, Trolls, and fell beasts of Angmar made war on the Dúnedain of the North. Before it was itself destroyed in nearly seven centuries following its founding, Angmar inflicted such harm upon the Dúnedain that their diminishment was greatly hastened.

In the late Third Age, Angmar remained a place of peril and evil. A cold, dry, highland region marked by small forests of stunted, twisted trees and inhabited mostly by small beasts and birds, it is said to still contain the wights and phantoms of the lords who served the Witch-king, plus many fell beasts and things still more foul. Standing stones, ruined towers, and ruins more massive still appear here and there. Greatest of all are the ruins of the Witch-king's capital, Carn Dûm, which contain many fortresses, towers, dungeons, smithies, torture rooms, and treasure chambers. Few have explored these ruins, and fewer still returned. If adventurers' tales be true, many horrors yet lurk in this black and desolate land.

## The Forodwaith

The Forodwaith ('Northern Waste'), the region north of Eriador, is an icy and barren land. Cursed by the ancient touch of the Great Enemy, the entire area is a lifeless, snowy wasteland except along the great Ice Bay, where a seasonal tundra appears

during the brief (six-week) summer along the borders of the Sea. Winds blow almost constantly, and evil voices of things long since departed from Middle-earth can be heard on them.

The only folk who live in this freezing land are the Lossoth ('Snowmen'), the last descendants of the Forodwaith ('North-folk') of the First Age. Their name comes from their custom of living in icehouses. A semi-nomadic folk who roam along the great Ice Bay of Forochel, they resemble no other folk in Middle-earth, save perhaps the Woses. They live almost entirely on fish and seal-meat and care little for the outside world, although courageous outsiders have sometimes won their respect and (limited) trade. They use tools and weapons made of bone rather than wood, including specially shaped bones they wear on their feet to travel easily across ice and snow. They also have wheelless carts pulled by dogs or ice-deer.

## The Orc-strongholds of the North

Orcs live throughout the North, in the Misty Mountains and other dark, dangerous places. But in the late Third Age, they have two places of strength: Gundabad and Mount Gram.

### Gundabad

Mount Gundabad is a massive peak located in the far north of the Misty Mountains, not far from the Grey Mountains. It was, long ago in the First Age, one of the great halls of the Dwarves. There they delved long and deep, establishing feast halls, treasure chambers, mines, and much more. But for all their skill and power, they could not withstand the attacks of the Orcs of the North, and eventually Gundabad fell. Ever since, it has been an Orc-stronghold, the greatest threat to the peace and security of the North since the fall of Angmar, particularly during those times when the Necromancer of Dol Guldur held distant sway over Gundabad.

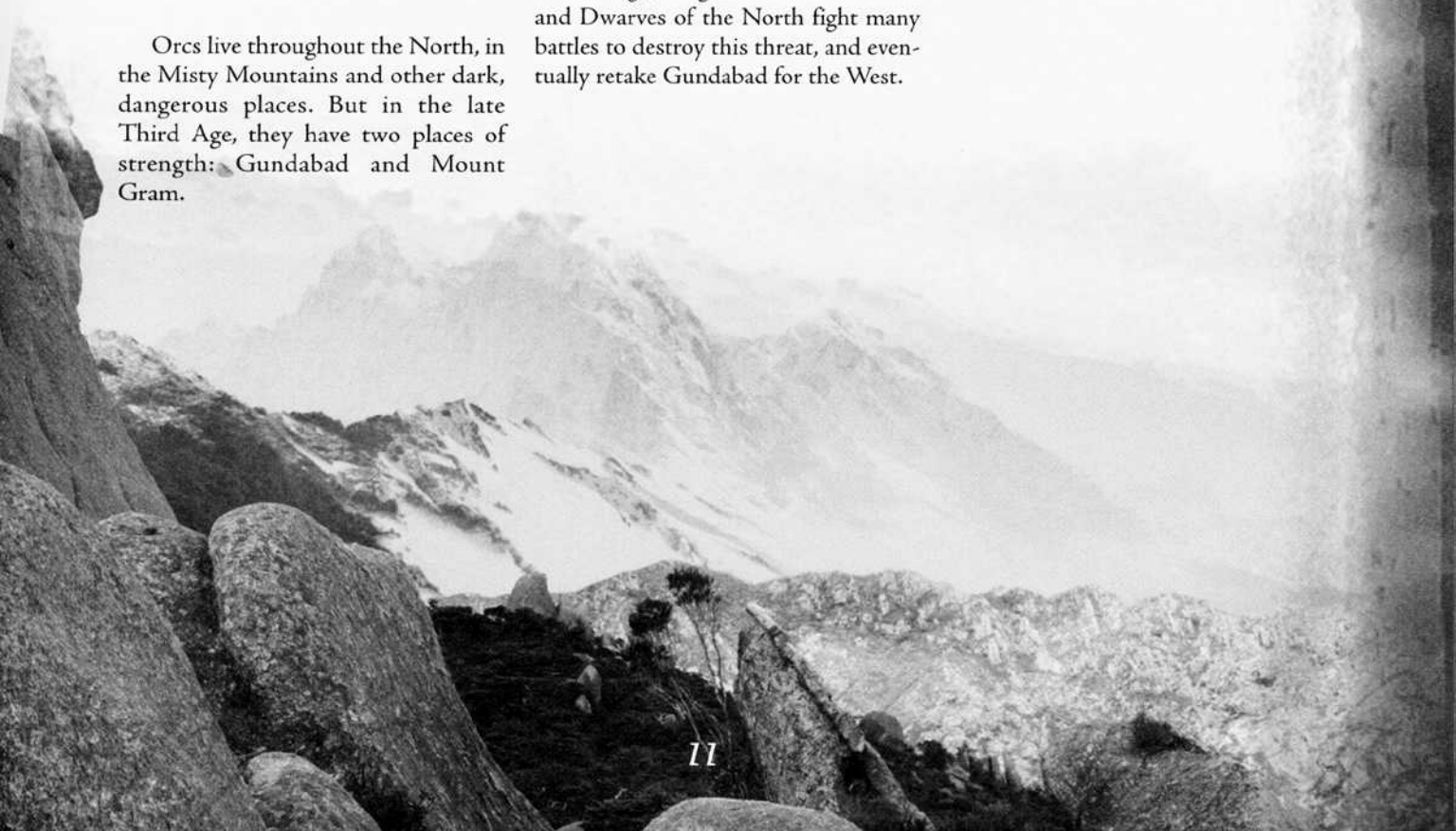
Although the Dwarves made repeated attacks in an effort to regain Gundabad, not even during the War of the Dwarves and Orcs were they able to conquer and reclaim it. Even though three parts of its people were slain in the Battle of the Five Armies, Gundabad remained strong. During the War of the Ring, Orcs from there fought in the Battle of Dale. During the Fourth Age, King Elessar and the Men and Dwarves of the North fight many battles to destroy this threat, and eventually retake Gundabad for the West.

### Mount Gram

Although neither as large nor as strong as Gundabad, Mount Gram also presents a great threat to the Free Peoples of the North. Located on the western end of the Ettenmoors, its tunnels and warrens were delved long ago by Orcs who have lived here ever since.

They have threatened the North for many years, even attacking the Northfarthing of the Shire a few hundred years before the War of the Ring. They were defeated, though, at the Battle of Greenfields by an army led by Bandobras Took, a hobbit, who slew the Orc captain Golfimbul.

Although many of its Orcs crossed the Misty Mountains to fight against Dale in the War of the Ring, even more remained at home, hoping for the chance to plunder Eriador. They were cheated of this. However, it takes many long years, longer even than for Gundabad, before King Elessar and his allies destroy them and end their threat.



## The Grey Mountains (Ered Mithrin)

Stretching across the north of Rhovanion, the Grey Mountains do not rise as high as the Misty Mountains, but they are often even more impassable and bleak. Steep peaks of shattered stone, scorched rock, and sinister caves, most folk avoid them. Despite this sinister reputation, at various times Dwarves—and some Men—have lived in the Grey Mountains. Orcs dwell here as well.

The most noted residents of the Grey Mountains, however, are also the reason why few other settlements endure. These peaks are famous as a home for dragons of all types: winged or wingless, firebreathing or cold-drake. Their depredations are the reason the valley between the range's two branches to the east, once a heather-covered scrubland, became known as the Withered Heath. For the most part, the dragons are content to steal treasure from each other and eat mountain goat, ram, or trespassing Orc, but on occasion a restless drake ventures farther afield, swooping down upon the grassy margins of Mirkwood to raid wild horses or the homes of Men for loot and feast.

It is said that only the very brave and the very foolish come to the Ered Mithrin, drawn by the desire to match themselves against the dragons or by the legends of dragon-treasure. The mountains are riddled with caves and tunnels. This includes Dwarf-ruins abandoned in Thrór's time (a few hundred years back), endless goblin-tunnels, natural caves, and even some fastnesses surviving from the First Age. Any of these may have been taken over by a dragon as its lair, or become a home to Orcs. Even late into the Fourth Age, it remains a perilous place.

# Rhovanion (Wilderland)

Wilderland is the common name of the lands in Middle-earth east of the Misty Mountains and north of Mordor, merging imperceptibly into Rhûn, the Eastlands beyond the Redwater (which flowed from the Iron Hills down into the Sea of Rhûn). As large as Eriador and perhaps even more fertile, Rhovanion has never united under any single realm, but at one time or another it has been home to all the peoples of Middle-earth. One of the Five Wizards, Radagast the Brown, spent most of his time in Rhovanion among its birds and beasts, and he made his home at Rhosgobel, on the western edge of Mirkwood.

## The Misty Mountains

This high range, the greatest remaining in Middle-earth, runs north-south for almost 800 miles, from the farthest north to the Gap of Rohan. Containing at least two of the ancestral homes of the Dwarves—Gundabad (now a stronghold of Orcs) and Khazad-dûm—it has long been occupied by other folks as well: the Great Eagles, fearsome Giants (found mostly throughout the northern half of the chain, especially near the Ettenmoors), Trolls, Orcs, and many other strange and fell beasts, of whom the Watcher in the Water is only one example.

Few passes exist over the Misty Mountains. The most reliable ways over them are the High Pass—linking the East-West Road and Old Forest Road (near Rivendell and Mirkwood)—and the Redhorn Gate (near Eregion and Moria), but both quickly become impassable early in winter. Most travellers prefer to skirt the Misty Mountains via the Gap of Rohan rather than risk the heights.

## Mirkwood

*'"It was in the year that the White Council drove the dark power from Mirkwood, just before the Battle of Five Armies, that Bilbo found his ring."'*
*— Gandalf, The Fellowship of the Ring*

The greatest forest of the northern world, Mirkwood dominates the heart of Rhovanion. For many leaving near its metes, it represents the very spirit of Wilderland. Over 400 miles long, and 200 or more miles wide at its broadest points, only the Old Forest Road crosses it. The forest contains many streams and small rivers, winding and uncertain paths, strange glens and grottoes, unusual clearings, and the dark Mountains of Mirkwood.

Once known as Greenwood the Great, Mirkwood became a place of darkness and horror relatively early in the Third Age, after the Necromancer (Sauron) raised Dol Guldur to the south and dwelt there. His Orcs and minions and other fell creatures drawn by his evil (such as giant spiders) made life difficult for the Wood-elves of Thranduil's realm in the north, as well as for the Wood-men who lived throughout and around much of the forest. Many of them soon fled, leaving only the hardiest, including the forces of Thranduil, to oppose the Necromancer's evil.

Throughout the rest of the Third Age, most folk shunned Mirkwood altogether, leaving only the most desperate or adventurous to walk

beneath its leafy canopy. During the War of the Ring, forces from Dol Guldur attacked Lórien three times but were repulsed.

Thereafter Celeborn and Galadriel come to the stronghold of Dol Guldur and cast it down, opening its pits and dungeons to cleansing sunlight. Celeborn and Thranduil then rename it Eryn Lasgalen, the Wood of Greenleaves, and its southern regions become known as East Lórien.

## The Woodland Realm

Located in the north of Mirkwood, the Wood-elves' kingdom is difficult for any but the Elves themselves to find. While the Elves freely roam the woods for many miles in all directions, they live underground in great caves, a natural fortress they have reinforced by blocking all the entrances with great doors. They war incessantly with the giant spiders and Orcs that make the forest so dangerous, but they also take time to enjoy hunts, feasts, and song. Their ruler, Thranduil the Elvenking—a descendant of Thingol Greycloak, father of Lúthien—is an Elf of both wisdom and might. Though suspicious of outsiders (particularly Dwarves), he is kind-hearted and generous to allies and friends.

Thranduil's kingdom shrank slowly through most of the Third Age, due to the gradual rise of the Shadow from Dol Guldur. Near the end of the age, thanks to the Battle of Five Armies and the strengthening of ties with the men of Lake-town and Dale, as well as alliance with the Dwarves of the renewed Kingdom Under the Mountain, his power increased once more. At the end of the age, Mirkwood was cleansed, and Thranduil took the entire northern half as his realm. In addition, his son Legolas, one of the famed Nine Walkers, led many Elves south to Ithilien and established ties between the Wood-elves and Gondor.

## Dol Guldur

Dol Guldur ('Hill of Sorcery'), a dark tower atop a sinister hill, was responsible for the evil that turned Greenwood the Great into Mirkwood. Under the guise of 'the Necromancer,' Sauron used this as his new stronghold when he once again took physical form in Middle-earth, long after the loss of the One Ring. Even after he retook Mordor and rebuilt the Barad-dûr, he kept Nazgûl at Dol Guldur to menace the North. It was here that Thráin, son of Thrór, died after Sauron captured him and, under torment, took from him the last of the Seven Rings. Only one foe of Sauron ever entered Dol Guldur and escaped, no less than Gandalf the Grey himself, and even he was sore put to it.

Little is known of the interior of Dol Guldur, either the tower itself or the extensive dungeons delved below. No doubt it is a foul and evil place, filled with Nazgûl, Orcs, wicked Men, Wargs, and many other dark and fell things in service to the Lidless Eye.

Only the boldest and mightiest adventurers would even dare to approach it, much less enter it.

After the War of the Ring, Galadriel destroys Dol Guldur, casting down its towers and walls and opening up its pits and underground chambers. Though maybe some evil still lurks there, it seems that of all Sauron's fortresses, this one alone was truly cleansed of evil after his fall.

## The Vales of Anduin

The wide valley of the Anduin, running from the far North all the way down through Gondor to the Bay of Belfalas, contains much rich bottomland well-suited to farming and herding. Some of its inhabitants—mostly Middle Men such as the Beornings and peoples related to the Rohirrim—prefer hunting (especially of deer or waterfowl) or fishing, and the Beornings are renowned as bee-keepers and bakers. In some places, the Vales are given over to prairies of wildflowers, berry-brambles, or tall grass, while wetter areas like the Gladden Fields are swampy, full of reeds and irises.

The Vales are home to many Men, the most significant population of the Middle People at the end of the Third Age. These included the Wood-men (close kin to the Men of Esgaroth and Dale) along the edge of Mirkwood, and the Beornings around the Carrock, Old Ford, and High Pass. A few centuries earlier, it included the Eorlings as well, before they moved south and became the Rohirrim. Some peoples related to them dwell here still. At one time, Hobbits lived near the Gladden Fields as well.

Being, at various points, so close to the Misty Mountains, Mirkwood, the East, and the western reaches of Mordor, the Vales of Anduin have often suffered Orc-raids, invasion by Easterlings, and other troubles. Despite this, no true cities have developed. The Men of the Vales live in isolated farmsteads or small communities, coming together as necessary for the common defence or other similar purposes.

## The Iron Hills

This easternmost remnant of the ancient Iron Mountains, the Iron Hills (really more like small mountains) are low and rounded, worn down by the passage of time. As the name indicates, the area is rich in iron and other ores, giving the Hills themselves—and the River Redwater (Carnen)—a characteristically rusty, brown-red colour.

The Dwarves have had mines and halls here for time out of mind, and some of Durin's folk established a permanent home here after being driven out of the Grey Mountains. The Dwarves of the Iron Hills were known for their simple but functional work, preferring as they did practicality over ornateness, and silence or plain-speaking over elaborate speech in their dealings with others. Dáin Ironfoot, their leader at the end of the Third Age, became King Under the Mountain and leader of the Longbeards after the death of Thorin Oakenshield, whereupon many of the Dwarves here removed to Erebor. However, some stayed, and the mines remained open even into the Fourth Age.

## Erebor, the Lonely Mountain

The Kingdom Under the Mountain was founded in this isolated peak by Dwarves of Durin's folk, who made it their home after fleeing Moria. Some years later, the kingdom was diminished when many Dwarves went to the Grey Mountains following the discovery of rich veins there. But the perils of those dragon-haunted mountains eventually became too much and the Dwarves returned to Erebor. Some even moved to the Iron Hills.

At its height, the Kingdom Under the Mountain recalled for some the splendour of lost Khazad-dûm, with its great halls and endless tunnels. King Thrór ruled not just over the Dwarves who lived within the mountain but dominated the nearby towns of Men—Esgaroth and Dale—as well. In the end, however, its very glory doomed Erebor. Smaug the Golden, greatest of the dragons of the Ered Mithrin, drawn by rumour of its riches, plundered the Kingdom and surrounding lands, slaughtered the Dwarves, and took their halls as his lair. The few survivors abandoned their home and removed either to the Iron Hills or the Blue Mountains.

For almost 200 years, Erebor was desolate, the lands about it reduced to a wilderness. Finally, however, with the aid of Bilbo Baggins, a Hobbit burglar, the Kingdom Under the Mountain was re-established and once again became the home of Durin's folk. Under King Dáin Ironfoot, Erebor prospered and forged alliances with Esgaroth, the Wood-elves, and the renewed town of Dale. King Dáin's valiant defence enabled it to survive the worst Sauron could throw against it during the War of the Ring, and although Dáin himself perished, his kingdom thrived in the early Fourth Age. Dwarves from Erebor, led by Gimli son of Glóin, forged new gates for Minas Tirith and crafted many other great works for King Elessar.

## Esgaroth and Dale

Esgaroth, or Lake-town, is but the most recent of several towns built on platforms over the western waters of the Long Lake. The platform helps the town defend itself from raids by Wargs or Orcs, since the townsfolk can always cut the bridge to the shore and isolate themselves in time of dan-

ger. If disaster, such as a fire or the attack of Smaug, befalls the town, the survivors simply rebuild a new Lake-town nearby.

The Lake-men are great traders, venturing as far west as the Wood-elves' home up the Forest River, south and east all the way to Dorwinion, and up the Redwater to the Dwarf-mines in the Iron Hills. They are also skilled fishermen and maintain fields on the shores of Long Lake for growing grains and vegetables. A Mayor, elected by popular vote, leads a council of guildmasters, merchants, and other prominent folk that governs the town.

By contrast with Esgaroth, the folk of Dale are less inclined to be travellers or boatmen and more likely craftsmen or farmers (though they do maintain a healthy trade, sometimes as far south as Gondor). Dale exists hand-in-hand with the Kingdom Under the Mountain. The Men of Dale grow food and raise animals to sell to the Dwarves, who in turn provide them with forged items they need and teach many of them who have the talent or inclination a few of the secrets of craftsmanship. The craftsmen of Dale even exceed the skill of the Dwarves in one craft: woodcarving. A King rules Dale and the surrounding countryside (save only the mountain itself). He exerts great influence over Esgaroth as well.

Dale was so close to the Lonely Mountain that once Thrór's kingdom was destroyed, Dale was doomed as well. However, after the Kingdom Under the Mountain was restored, Dale too was renewed by King Bard the dragon-slayer. Overrun during the War of the Ring, when the forces of Sauron slew King Brand, its folk sought refuge in the Dwarves' halls. Most of them survived, and they quickly repaired the damage done by Orcs and evil Men. In the early Fourth Age, Dale partakes in the general prosperity of that era, extending farmsteads to the south and east and west.

## Lothlórien

Small by comparison to Mirkwood or Fangorn—only about half the size of the Shire, or some 60 miles long and 40 miles wide—Lórien was nonetheless a great wood, unlike any other in Middle-earth. Here only did *mallorn* trees grow, and in many ways Lothlórien ('Land of the Dreamflower') recalled the vanished First Age and distant Eldamar more than the mortal world. Time sometimes seemed to flow oddly here while Galadriel's power lasted, and she was also able to ward the land with the power of her Ring (Nenya, the Ring of Water). Unwelcome intruders found it difficult and perilous to work their way into the heart of the wood.

From the outside, Lórien simply looked like a lovely, empty wood of graceful trees. But to enter it was to step into another world. Despite living here for thousands of years, the Elves left little mark of their presence. Hidden deep within the woods, where the trees were enormous, the folk of Lórien (mostly Silvan Elves, but some others as well) lived high in the branches of the trees on great wooded platforms known as flets or *telain*. Also deep in the woods were many grassy hills and clearings. Lórien was entirely unlike Fangorn, the Old Forest, and Mirkwood in that the woods were light and uncrowded, even where the trees were of great size, rather than dark and shadowed.

After Lady Galadriel's departure, Lórien is abandoned, its folk either forsaking Middle-earth to follow her or removing with Celeborn to the Forest of Greenleaves ('East Lórien,' as southern Mirkwood came to be known). Thereafter Lórien is, like Eregion, a beautiful but sad and empty land.

## Moria (Khazad-dûm)

*' "This is the great realm and city of the Dwarrowdelf. And of old it was not darksome, but full of light and splendour, as is still remembered in our songs." '*
*— Gimli, The Fellowship of the Ring*

Founded by Durin long years ago when 'the world was young, the mountains green,' Khazad-dûm was the greatest of the ancestral halls of the Dwarves. For millennia, it was one of the greatest wonders of the northern world. During the First and Second Ages, Durin's folk delved, mined, and built beneath three mighty peaks in the southern Misty Mountains: Barazinbar (Caradhras, or the Redhorn), Zirak-zigil (Celebdil, or Silvertine), and Bundushathûr (Fanuidhol, or Mount Cloudyhead). Eventually their halls stretched all the way from Dimrill Dale, the original settlement on the east side of the Misty Mountains, through the mountains to the borders of Eregion. The result was a vast underground city, some 40 miles wide, over 70 miles long, and many, many levels deep, with corridors for streets, halls and chambers for houses and rooms, and grottoes for parks.

Although the Elves called it Moria, the 'Black Chasm,' it was filled with the light of Dwarf-lamps and the noise of Dwarves at work. Among its wonders were Durin's Bridge—a narrow span overlooking a vast chasm just inside the East Gate—and the Endless Stair, which ran from the deepest dungeon to the observation chamber within the hollowed peak of Zirakzigil known as Durin's Tower. And, of course, there were many living chambers, workrooms, storerooms, smithies, display rooms, libraries, halls of records, mausoleums, royal tombs, staterooms, treasuries, mine shafts, guardrooms, wellshafts, and an unbelievable number of stairs.

Khazad-dûm endured for over 5,000 years of unbroken habitation, surviving even the upheaval of the ancient world at the end of the First Age and the Dark Years when Sauron overran virtually all of the West of Middle-earth during the Second Age. It was finally destroyed from within when the Dwarves delved too deeply in search of *mithril* ore, the foundation of their power and prosperity.

They unleashed a Balrog of Morgoth who had fled there and hidden since its master's fall. Within a year, the Balrog killed first King Durin VI, then his successor King Náin I, and wreaked such havoc that the Dwarves never recovered. The desperate survivors were forced to abandon their home and the tombs of their ancestors and flee. Khazad-dûm became a haunt of Orcs, Trolls, and other evil creatures.

Late in the Third Age, Durin's folk made two attempts to return to Moria. The first, a quixotic effort by Thrór the Old, led to his murder at the hands of the Orc-chieftain Azog, and began the War of the Dwarves and Orcs. The second, by Balin son of Fundin, established a colony in eastern Moria, but Balin and his people lost their lives to Orcs and other horrors after just five years. During the War of the Ring, the Fellowship, lacking any other path, chose to travel through Moria, encountering many Orcs and Trolls, and finally the Balrog itself. Gandalf the Grey stood against the Balrog, cast it down, and slew it, but at the cost of his own life. With their ancient home now free of this great evil, the Dwarves await only the birth of Durin VII to gather their forces, cleanse Khazad-dûm, and reclaim it at long last.

## Fangorn

A remnant of the primeval forest that once stretched from the Vales of Anduin through the Gap of Rohan all the way to the Grey Havens, Fangorn is, like the Old Forest, a place where the trees are unusually alert. Some of them are even capable of moving their limbs, or of speech. This is due to the presence here of the few remaining Ents in Middle-earth. The eldest of the Ents, Treebeard (Fangorn), gave his name to the forest.

Fangorn is filled with trees of all kinds, from the tenderest shoots to the most ancient boles, all tenderly cared for by the Shepherds of the Trees. Hanging mosses from the branches and deep piles of shed leaves on the ground make it clear to any visitor that few outsiders come here. Travellers should beware, as many of the Ents have become dark of heart and mind. These Huorns, as they are called, are extremely hostile to any who might menace their trees and have long, long memories of every tree they have ever lost to axe or fire.

In the Fourth Age, Fangorn Forest admits a few visitors (the Hobbits Merry and Pippin, the friends Legolas and Gimli) and plants new trees in Isengard around the tower of Orthanc. For the most part, though, it remains as it has age after age.

# The South

Among the Free Peoples of the West of Middle-earth, 'the South' refers to Gondor and those lands over which it once held sway. All the regions described in this section were once part of the Kingdom of Gondor at its greatest extent, although some were only under its control for a short time, or in name only.

The South is warmer and milder in climate than Eriador or Rhovanion, thanks to its latitude and the proximity of the Great Sea. The vast inlet that is the Bay of Belfalas brings the Sea within 200 miles of virtually all of Greater Gondor. Most of these regions are within 100 miles of it.

Of the Five Wizards, Saruman the White (afterwards Saruman of Many Colours), concerned himself most with the South. He eventually made Isengard his home, and later his fortress.

## The Brown Lands

Once one of the most fertile regions in all Middle-earth, the area now known as the Brown Lands was formerly the great garden of the Entwives (female Ents), who taught to Men the arts of sowing, reaping, and growing. But during the War of the Last Alliance, Sauron's forces ravaged these lands, destroying the gardens and slaying or driving away the Entwives, who have remained lost to the Ents ever since

Since that time, the Brown Lands have been a barren wasteland, full of bare stone and hard earth, a place where few things grow. It was of such places that Galdor spoke when he said that 'Sauron can torment and destroy the very hills.' Even with the renewal of Middle-earth during the Fourth Age, this land remains bleak and lifeless. Some injuries go too deep for any healing.

## Isengard

A circle of stone enclosing a wide courtyard with the great black tower of Orthanc in the middle, Isengard was once Gondor's northernmost outpost. Orthanc itself was built in the Númenórean mode and was nigh indestructible, while the surrounding wall was of slightly later and more modest construction, although still impressive. One of the four *palantíri* of the South was placed here, where it remained until the War of the Ring. Even after the former province of Calenardhon was ceded to the Eorlings and became Rohan, Isengard remained part of Gondor and under the control of the Dúnedain of the South, until Saruman was allowed to take up residence there about 250 years before the War.

When the desire for power corrupted Saruman, he turned Isengard into his own private domain, vastly expanding its underground storerooms into barracks, treasuries, armouries, smithies, and prisons, the better to house his army of Orcs, half-Orcs, Wargs, and Dunlendings. The green plain encircled by the Walls of Isengard was paved over, and all the woodlands for many miles about were destroyed for firewood or out of sheer malice. Soon a constant pall of smoke from underground fires hung over Isengard.

The walls encircling Isengard were destroyed by the Ents during the War of the Ring, and the underground chambers were flooded through their diversion of the Isen into the circle, although Orthanc itself escaped harm. After Saruman abandoned Orthanc at the war's end, King Elessar took back possession of the tower, having already regained the *palantír*. But he also appointed the Ents guardians of the new forest, the Watchwood. Thus, at the beginning of the Fourth Age, Isengard has become a black tower (Orthanc) standing in a great circular pool, surrounded by a forest of transplanted trees (the Treegarth) watched over by an Ent or two.

## Rohan

Although long part of Gondor, Rohan bears little sign of it. Formerly the province of Calenardhon, it was an area of farmers and shepherds with no major cities or large settlements, its considerable people scattered evenly in farms or homesteads.

Its people reduced in numbers by the Great Plague, the land's eastern marches remained nearly empty for some 800 years while Dunlendings reclaimed its western reaches. In the late Third Age, the Steward Cirion gave Calenardhon to the Eorlings in return for their aid to Gondor in the war against the Balchoth, and the land became widely known as Rohan. By the time of the War of the Ring, sixteen generations later, the Rohirrim ('the Horse-lords') had embraced their homeland much as the Hobbits embraced the Shire, and they could no longer think of living anywhere else.

Rohan is a wide land of great grassy plains and low, rolling hills, ideal for raising horses, herding, and farming. Toward the east, the ground becomes marshy, with long fields of reeds and rushes along the banks of the Great River. To the west, the ground rises into heather-covered hills. To the north and south lie forests (Fangorn and the Drúadan Forest, respectively), which the Rohirrim traditionally avoid.

The horse-folk also eschew cities, preferring to live on scattered homesteads and farms. Their only major settlement is the royal city of Edoras, where the king has his great meadhall of Meduseld and where the royal burial mounds are located. Other important sites include the Hornburg at Helm's Deep—a mighty fortress the Gondorians built in the old days—and Dunharrow—a retreat created by the now-vanished, pre-Númenórean inhabitants of the White Mountains, who also made the Púkel-men and the Paths of the Dead. The Dunlendings are their kin.

## Drûadan Forest

A small tangle of trees with many hidden paths running through its dark thickets, Drúadan Forest is home to the Woses—the Drúedain, also known as Woodwoses or Wild Men—a people unlike any other in Middle-earth except, perhaps, the Lossoth of Forodwaith. Secretive and cautious, the Woses hide from other Men, who sometimes hunt them out of malice or ignorance. But during the War of the Ring, they helped the Rohirrim to reach Gondor in time to help lift the siege, thus earning the eternal goodwill of King Elessar. After the war, he granted the forest to them, making it a protected enclave belonging to no kingdom. Thus the coming of the Fourth Age finds the Woses and their wood in peace.

At least one other group of Woses survived to the end of the Third Age. They lived in a small, dark woods near the mouth of the Isen, labelled on some maps Drúwaith Iaur, or 'Old Púkel-land.'

## Gondor

The greatest of all kingdoms of Men in Middle-earth, overshadowed only by Sauron's empire at its height, Gondor ('Stone-land') survived over three millennia of attacks, invasions, plague, disruptions of succession, and civil war. Through it all, the Gondorians never wavered in their defiance of Sauron or in their dedication to the Númenórean traditions they inherited from Elendil and his sons. Unlike the Dúnedain of Arnor, Gondor preserved the great Númenórean seafaring tradition. Even if in later days they largely restricted themselves to coastal travel, they still remembered the great armadas they once assembled to help defeat Angmar or the Corsairs.

As the Third Age wore on, Gondor dwindled in population and territory until, by the time of the War of the Ring, most of its people dwelt south of the White Mountains, along the river valleys or by the shores of the Great Sea in Anfalas, Belfalas, Lamedon, and Lebennin, or along the eastern end of the mountains in Anórien. South Gondor had been abandoned following repeated invasions from the Haradrim, while Ithilien—once Isildur's principality, just as Anórien had been Anárion's—was deserted. Of the five great cities of Gondor—Osgiliath, Pelargir, the Haven at Umbar, Minas Ithil ('the Tower of the Moon'), and Minas Anor ('the Tower of the Sun')—only Pelargir and Minas Anor remained. They were both half-deserted, and the latter was renamed Minas Tirith ('the Tower of Guard'). Osgiliath, the original capital, was ruined during the civil war over twenty centuries earlier, while Minas Ithil had been captured by the Nazgûl and became Minas Morgul ('the Tower of Sorcery'), and Umbar was lost to the Corsairs. Mordor, whose passes had been occupied for centuries following the War of the Last Alliance, was eventually abandoned, the troops stationed there recalled for use elsewhere, leaving it open for Sauron to reclaim.

Gondor is a pleasant land with a warm climate, plentiful rain in season, and rich fields. The delta lands near the mouth of the Anduin are some of the richest farmland in Middle-earth. Fishing plays a large part in the economy, and in earlier days trade with foreign lands provided much of Gondor's legendary wealth. Its cities, fortresses, and bridges are all in the classic Númenórean style of huge, close-fitting, mortarless blocks, awe-inspiring to Men, Dwarves, and Elves alike.

With the coming of the Fourth Age, Gondor experiences a great renaissance on all levels: cultural, political, military, and artistic. The restoration of the monarchy revitalizes traditions which have become mere custom. The diplomatic gifts, military experience, and personal ties of King Elessar (and Queen Arwen) lead to the renewal of old alliances, the conquest of new territories, and mutually beneficial exchanges with most of the peoples of western Middle-earth. Not only does Gondor regain the lands it had lost to the East and South, but its sister-kingdom of Arnor is re-established in the North, ending Gondor's isolation as the sole surviving Númenórean realm. Ithilien is repopulated and once again becomes a princedom, under the rule of Prince Faramir and Princess Éowyn. Legolas, one of the Nine Walkers, establishes a Wood-elf colony in Ithilien that greatly enhances the beauty of its woods. And Gimli son of Glóin, Lord of Aglarond, lends the aid of master smiths and architects to rebuild the gates of Minas Tirith, the great bridge at Osgiliath, the Deeping Wall at Helm's Deep, and many other structures.

## Minas Tirith

*'For the fashion of Minas Tirith was such that it was built on seven levels, each delved into the hill, and about each was set a wall, and in each wall was a gate.'*
*— The Return of the King*

The greatest city remaining on Middle-earth at the end of the Third Age, Minas Tirith was founded by Anárion, Elendil's son, late in the Second Age. It served as Gondor's capital after the older, greater city of Osgiliath fell into decline about midway through the Third Age, a distinction Minas Tirith preserved after the return of the king at the beginning of the Fourth Age. Here could be found the Hallows where the kings of old were buried—the Hall of the Stewards was consumed by fire during Denethor's suicide—the White Tree, Gondor's archives and hall of lore, and of course the Royal House, home to Elessar, Arwen, and their children. The city was greatly beautified at the beginning of the Fourth Age by the stonework of Dwarf-craftsmen, tree-filled parks created by visiting Wood-elves, and the presence of Queen Arwen and her maidens.

## Ithilien

Widely held to be the most beautiful of Gondor's regions, this was originally Isildur's princedom: a land of pleasant woodlands, flowering meadows, and many waterfalls along the swift-flowing streams working their way down from the eastern mountain-wall to the river in the west. Even Sauron's occupation, while it drove out all but a wary few of the Dúnedain, did little harm to the land itself, and it soon recovered under the care of Prince Faramir and Éowyn, the White Lady, aided by Wood-elves under the guidance of Legolas. Unlike Anórien on the west bank of Anduin, Ithilien was not heavily farmed except near the rivers and around Minas Ithil (later Minas Morgul).

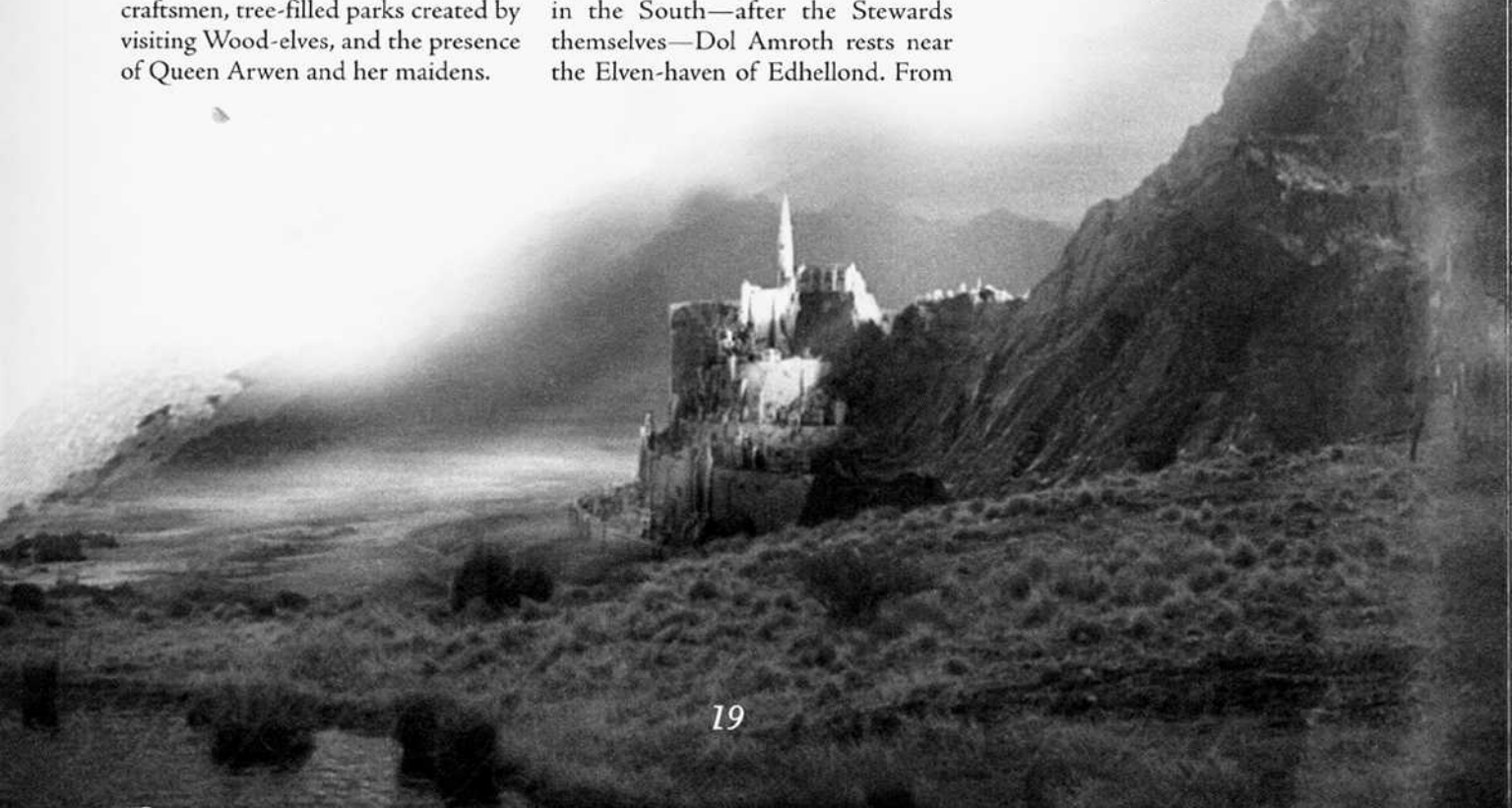
The Morgul-vale is the only area not restored during the Fourth Age. Instead, its fields are burned and its tower razed, with the ruins forbidden to all to prevent anything from disturbing or awaking the evils that might lurk there still.

## Dol Amroth

Home to a house of princes, the highest remaining Númenórean line in the South—after the Stewards themselves—Dol Amroth rests near the Elven-haven of Edhellond. From there, Elf-ships left Middle-earth to seek the Straight Road to Elvenhome. From the summit of Dol Amroth's beautiful tower both Man and Elf could see far over the waves. By the time of the War of the Ring, Dol Amroth was a small but powerful province ruled by Prince Imrahil, its busy harbour town full of fishing boats.

## Osgiliath

Once the greatest city of Gondor, and perhaps all Middle-earth, Osgiliath was built over the River Anduin, with some of its most impressive and beautiful buildings standing on massive bridges over the river itself. This was the original capital of Isildur and Anárion and the home of the most powerful of the *palantíri*. But while its location placed the city within easy reach, by water or by road, of any region in the empire, it also made its possession strategically critical to any invader seeking passage into Gondor's heartland from beyond Anduin. The gradual evacuation of Ithilien before the threat of Minas Morgul led to the city's depopulation, so that only its great bridge remained to be defended against the Shadow.



But Osgiliath's decline had begun long before it actually faced an external enemy. During the civil war that wracked Gondor some six centuries before the kingship lapsed, the royal court here was destroyed, and the *palantír* was lost to the river. The last of its great bridges was broken just before the War of the Ring by desperate Gondorians seeking to stop the enemy from pouring across the river. The city is restored early in the Fourth Age, and King Elessar rebuilds the bridges and harbours. Though Osgiliath once again becomes a bustling trade centre, it never regains its preeminence.

### Pelargir

The most ancient city in Gondor, Pelargir began as a haven of the Faithful far back in the Second Age. It was here that Elendil's sons made landfall after the Downfall of Númenor, and here that the Ship-kings of Gondor housed their great fleets. Like the rest of Gondor, Pelargir slowly declined as the Third Age wore on, but it remained a busy river-port city, easily able to accommodate seagoing vessels. With the restoration of the kingdom at the beginning of the Fourth Age, Pelargir once again becomes the main starting point for much of Gondor's trade.

## Mordor

*'Still far away, forty miles at least, they saw Mount Doom...its huge cone rising to great height, where its reeking head was swathed in cloud.'*
*— The Return of the King*

A desolate and blasted land, fenced by forbidding mountains, Sauron the Great claimed Mordor for his own long ago, during the early Second Age. It was here, in the fires of Sammath Naur in the heart of Orodruin, Mount Doom, that he forged the One Ring. That act led to the War of the Elves and Sauron, and it was from Mordor that the Dark Lord launched the attacks that overran almost all of Eriador. Throughout the long years in Middle-earth, each time Sauron has been defeated, he has either withdrawn to Mordor to rebuild his strength, or abandoned it for a time to hide—but he has always returned eventually.

Mordor is a bleak and inhospitable land. Surrounded on three sides by mountain chains—the Ered Lithui ('Ash Mountains') to the north and the Ephel Dúath ('Mountains of Shadow') to the south and west—it receives almost no rainfall. Like a true desert, it is barren and lifeless. Ash from Orodruin covers its northern reaches and often blocks the sunlight for days. What little rain does fall snakes across the arid plains, eventually emptying into the Sea of Núrnen, whose bitter waters have no outlet.

Mordor has no native peoples, so far as the Wise know. Though perhaps Orcs have lived there since the earliest days; uncounted thousands of them certainly dwell there now. Sauron also has Trolls, slaves of many races, and fell beasts and monsters of every description within his realm. Only the bravest, mightiest, or most foolish of heroes would dare to enter the Black Land with so many foes arrayed against them.

Great roads crisscross Mordor, running from fortress to fortress, with great bridges in Númenórean fashion arching across any ravines or clefts in the way. A great fortress guards each entrance into Mordor: Minas Morgul in Morgul Vale, matched by the nearby Tower of Cirith Ungol atop that cursed pass; the great gate of the Morannon flanked by the Towers of the Teeth at Cirith Gorgor; and doubtless others unknown to the West on either side of the gap in the mountains on Mordor's eastern border. The Dúnedain of Gondor built all these fortresses save the Morannon (which was built by Sauron himself) during their watch over Sauron's land, using the typically massive, mortarless stone techniques the Númenóreans were famed for. All of them were destroyed in the earthquake that marked Sauron's passing at the end of the War of the Ring.

With the coming of the Fourth Age, not only Sauron and his Ringwraiths but most of the Black Númenóreans, Orcs, and monsters of Mordor have perished. King Elessar has taken up sovereignty over this blighted land, and has granted the area around the Sea of Núrnen to those Men who had been slaves of the Dark Lord. They have taken this land as their own, to farm for themselves. What evils may lurk there still, no one knows.

### The Dead Marshes

Although not part of Mordor proper, these horrible fens are on the margins of Sauron's land and show the strong mark of his touch. Once natural swamps, not dissimilar to the Gladden Fields or the Nindalf, they were tainted by the evil spreading out of Mordor. Over time, they grew to engulf the burial-sites of warriors from the War of the Last Alliance: Orcs and Dúnedain and Elves.

Even centuries later, the images of the dead, bearing corpse-candles, can still be seen by any who look into the pools. It is said that those who fail to resist their lure will join them in death and become a corpse-candle in turn. Little has changed in the Marshes with the coming of the Fourth Age. Some evils are too old and deep to be set right quickly.

## Barad-dûr

*'Then at last his gaze was held...black, immeasurably strong, mountain of iron, gate of steel, tower of adamant, he saw it: Barad-dûr, Fortress of Sauron.'*
*— The Fellowship of the Ring*

The greatest of all Mordor's towers, Barad-dûr, the Dark Tower, was not Númenórean in origin or design. Created shortly after Sauron forged the One Ring, it was his greatest stronghold, built with the power of the Ring so that its foundations could never be removed while the Ring endured. Although the forces of the Last Alliance destroyed it at the end of the Second Age, Sauron was able to rebuild it, more mighty than ever, when he rose again before the War of the Ring.

In a land of terror and misery and power, Barad-dûr is the most terrifying, powerful, and misery-filled place of all. From the tips of its tallest towers to the bottom of the deepest of its myriad dungeons, Sauron's power fills it. Its thousands of inhabitants—Orcs, Trolls, Black Númenóreans, and things more foul—serve only his will, working whatever evil he decrees. So strong is the Dark Tower that no force in Middle-earth could hope to conquer it without the Ring.

Barad-dûr fell at last when Frodo Baggins destroyed the Ring. Even the fortress's foundations crumbled away forever as the towers fell and the dungeons collapsed in upon themselves. During the Fourth Age, none of the West have dared approach the accursed place, where the taint of evil lingers still and fell things may yet live.

## Minas Morgul

Once the fair city of Minas Ithil, Minas Morgul was taken by Sauron's forces over a thousand years before the end of the Third Age and made into a place of horror. One of the chief lairs of the Nazgûl, it rested in a vale on the west side of the Ephel Dúath, known as Morgul Vale, and it dominated all approaches to the north, south, east, or west.

Surrounded by fields of pale white flowers that shone corpse-like in the darkness, its chief feature was the Tower of Sorcery, which glowed with a pale luminescence. The topmost level of the Tower rotated slowly back and forth, offering an ideal platform from which to survey the surrounding lands.

After the War of the Ring, Sauron's forces abandoned Minas Morgul, but such was the horror of the place that the Army of the West refuses to enter it, contenting themselves with burning the fields of corpse-flowers. King Elessar orders its destruction early in the Fourth Age, but the folk of Ithilien keep clear of the vale so as not to stir up any lingering evil.

# Outlying Realms

Little is known in the West of the following lands. A few of the Wise, such as Aragorn and Gandalf, have journeyed widely in such far-flung lands from time to time, and in the Fourth Age Kings Elessar and Éomer fight many wars in Rhûn and Harad to pacify the remaining enemies of Gondor as best they might.

Two of the Five Wizards are said to have passed into the East, but thereafter word of them came never again to the West. It may be that they stirred up resistance to Sauron's dominion, forcing the Dark Lord to divert considerable forces to maintaining control over those areas, forces that would otherwise have been used to overwhelm the West during the War of the Ring. But it is also rumoured that, like Saruman, those wizards fell into corruption and darkness. Perhaps they served Sauron as lieutenants, and they may have taken to themselves such power as to one day become Dark Lords themselves.

## Umbar

The great haven of Umbar was one of the Númenóreans' major strongholds during the Second Age, when they exerted authority over Middle-earth. It was at Umbar that Sauron surrendered to Ar-Pharazôn the Golden and was carried back in chains to Númenor, which he soon corrupted. In later days, Umbar came to be a stronghold of the King's Men, or Black Númenóreans as they were later known—those Númenóreans whom Sauron seduced to evil.

In its early days, under the rule of the 'Ship-kings,' Gondor took Umbar and made it a part of the South-kingdom, but it was lost many centuries later when the forces defeated in civil war retreated there, taking with them the greater part of Gondor's fleet and becoming the feared Corsairs. The Corsairs of Umbar remained a thorn in Gondor's side for the rest of the Third Age, frequently raiding its southern coasts and joining in many of the subsequent invasions by other peoples. In fact, the Corsairs would have done great damage to Gondor during the War of the Ring, perhaps even enough to defeat it, had Aragorn (as 'Thorongil') not led a raid against them several decades before and destroyed most of their fleet. What forces the Corsairs did send against Gondor during the War were defeated by Aragorn with the aid of the Dead Men of Dunharrow, and their ships were turned to the aid of Minas Tirith.

After Sauron's fall, the Corsairs remained bitter enemies of Gondor in general and King Elessar in particular, forcing many decades of war and struggle before he was able to retake Umbar and make it a part of the Reunited Kingdom.

## Harad

Harad ('the South') is the name the Free Peoples of the West give to the lands south of Gondor and Mordor. Men, the Haradrim, inhabit it. They are far different from the Men of the West, or even their nearer kin: the Easterlings. They have dark skin, ranging from dusky brown to nearly black. In the deserts, plains, and jungles of the South, they have established many kingdoms, strong and proud, with fierce armies of scimitar-armed warriors and mighty *mûmakil*, or oliphaunts, to aid them in battle. Though some are barbaric and cruel, others have long traditions, customs, and realms they would hold equal to any in Middle-earth.

The Haradrim, or Southrons, have long been enemies of Gondor and allies of Mordor and have fought the descendants of the Númenóreans many times. During intervals of peace, some trade travels the Harad Road, enriching both lands, but it is infrequent at best.

Many Haradrim served in Sauron's armies in the War of the Ring. One of their greatest chieftains was slain by King Théoden of Rohan in the Battle of the Pelennor Fields. Those who survived the final disaster at the Battle of the Black Gate fought their way off the field and retreated. The few who eventually reached their homelands stirred up opposition to King Elessar for years to come. By contrast, those who surrendered were pardoned and returned first, and they for the most part counselled peace with Gondor rather than opposing so mighty a king.

## Rhûn

A general term for all regions east of Wilderland, Rhûn is home to the Easterlings, fierce Men of—at best—distant relation to the Edain. They have formed many great tribes, kingdoms, and realms in the wide plains and hills, along the steppes and tundra to the north, or in the mountains, forests, and swamps. They have long been allied with or influenced by Sauron, and so are foes of Gondor and the West. Those of the Elves and Dwarves who dwell within Rhûn learned long ago to hide from them, or became allies with the gentler eastern peoples, or were corrupted themselves.

Stirred up by Sauron, the Easterlings have attacked Gondor many times, often coming near to overthrowing it. Thousands of them fought in the War of the Ring. After the Dark Lord's destruction, they either surrendered or fled back east. Those Easterlings who most willingly participated in Sauron's empire resist Elessar for several decades, but others gladly escape their servitude.

## Dorwinion

A pleasant, fertile land on the eastern edge of Wilderland and western edge of Rhûn, Dorwinion ('Land of Wine') enjoys great fame for its premier vintages. Its people are kin both to the Men of Esgaroth and Dale and to the Easterlings, and they have picked up many exotic words and customs through intermarriage and trade. The Wood-elves in particular value the wines of Dorwinion, and the Lake-men maintain a brisk trade between the vintners of Dorwinion and King Thranduil's people. What little peaceful contact the folk of Rhovanion and the West have with the East comes almost entirely through Dorwinion.

Dorwinion is rolling hill-country with many small streams, forests, and river-valleys, steeper to the south and flatter to the north. The climate is mild, partly due to the proximity of the Sea of Rhûn—a great freshwater lake over a hundred miles across at its narrowest point. Many of Dorwinion's folk live on great estates, each of which is in effect a vast vineyard or community of smaller vineyards. Others maintain small farms or ranches, while some few live right on the coast of the Sea (or on boats) and thrive through fishing or trade. Grape-harvesting and winemaking festivals dominate their calendar, and a few of Dorwinion's folk are said to be great travellers, always searching for new techniques of glass-blowing or winemaking or for new markets for their wares.

# HOW TO USE THIS INDEX

The six maps are abbreviated as follows; West Gondor (WG), East Gondor (EG), Rohan (R), The Shire (S), Eregion (E), Mordor (M). On pages 26-31 of this book you'll find each map with a grid over it. The columns run left to right: A, B, and C. The rows run top to bottom: 1, 2, and 3. So the upper left sector is A1, the lower right is C3, the middle sector is B2, and so on.

Once you've found the map reference in the index below, you can look in that sector on the appropriate map in this booklet. So the Adorn River, listed as R (A3) can be found on the Rohan map in the lower left sector.

To make locations easy to find, each entry is indexed based on where the words actually appear on the map. So the White Mountains, which can be found on the East Gondor map, are listed as A1, B1 because the words "White Mountains" cross the boundary between sectors A1 and B1. The mountains themselves extend over 3 different sectors of the map. Many entries appear on more than one map. In these cases both locations are listed.

Many entries also have names in multiple languages. In these cases, the alternate names are also listed. So Weathertop, which is also known as Amon Sûl, is listed both under Weathertop and Amon Sûl. Each such entry has its alternate names listed parenthetically, so you know the two terms are different names for the same thing.

Italicized entries are not listed on the maps, but exist in the area indicated by the index. The Morgul-vale, for instance, is not listed on the map, but it exists in Mordor in sector A2.


## A-B

Adorn River: R (A3)
Aerost: WG (B2)
Aglarond: R (A3)
Amon Dîn: EG (C1)
Amon Hen: R (C3)
Amon Lanc: E (C3)
Amon Lhaw: R (C3)
Amon Sûl (Weathertop): E (A1)
Amroth Road: EG (A2)
Andrast: WG (A2, A3)
Andrath: E (A2)
Anduin: EG (B3, C3), E (C3), M (A2), R (C1)
Anfalas: WG (A2, A3, B2)
Angle, The: E (B2)
Annon Wain: WG (A1)
Annúlond: WG (A3)
Annúminas: S (B1)
Anórien: EG (B1)
Archet: E (A1)
Argonath, The: R (C2)
Arnach: EG (B2)
Arnor: E (A1, B1)
*Arthedain:* S (all), E (A1, B1)
Ash Mountains (Ered Lithui): M (B1, C1)
Barad-Dûr: M (B2)
Baranzinbar: (Caradhras, Redhorn): E (C2)
Barrow-downs, The (Tyrn Gorthad): E (A1), S (C2)
*Bay of Belfalas:* WG (A3, B3, C3), E (A3)
Belfalas: EG (A2, A3), WG (C3)
Beregost: M (B2)
Bindbale Wood: S (B1, B2)
Black Gates, The (Morannon): M (A1)
Blackroot Vale: WG (C1, C2)
Blue Mountains, The (Ered Luin): S (A3, B3)
Blue River (River Lhûn, River Lune): S (A1, A2)
Bonfire Glade: S (C2)
Bounds, The: S (B3) : S (C2)
Brandywine: S (B1, B2)
Brandywine Bridge (Great Bridge, Bridge of Stonebows): S (B2, C2)
Bree: E (A1), S (C2)
*Bree Hill:* S (C2), E (A1)
Bridge of Stonebows (Great Bridge, Brandywine Bridge): S (B2, C2)
Bridgefields: S (B2)
Brockenborings: S (B2)
Brown Lands, The: R (C2)
Buckland: S (C2, C3)
Bucklebury: S (C2)
Budge Ford: S (B2)
Bundushathûr (Fanuidhol, Mount Cloudyhead): E (C3)
Bywater: S (B2)

## C-D

Cair Andros: EG (C1)
Calembel: EG (A1)
*Calenardhon (became Rohan):* R
Calenhir: WG (C2)
Carach Angron: M (A1)
Caradhras (Redhorn, Baranzinbar): E (C2)
Caras Galadon: E (C3)
*Cardolan:* S (C2, C3), E (A2, A3)
Carrock: E (C1)
Celebdil (Zirak-zigil, Silvertine): E (B3)
Celgalen: WG (B2)
Cerin Amroth: E (C3)
Chetwood: E (A1)
Cirith Gorgor: M (A1)
Cirith Ungol: M (A2)
Coldfells: E (B1, C1)
Combe: E (A1)
Crickhollow: S (C2)
Crossings of Erui: EG (C2)
Dagorlad: M (A1)
Dead Marshes: M (A1)
*Deadmen's Dike (Fornost Erain):* S (C1)
Deephallow: S (B3, C3)
Deeping Stream: R (A2, A3)
Derndingle: R (A2)
Dimrill Dale: E (C3)
Dimrill Stair: E (B3)
Dol Amroth: WG (C3)
Dol Baran: R (A2)
Dor-en-Ernil: EG (B2)
Drúadan Forest: EG (B1, C1)
Drúwaith Iaur (Old Púkel-land): WG (A1)
Dunharrow: R (A3, B3), WG (C1)
Dunland: E (A3, B3), R (A1)
Durthang: M (A1)
Dwaling: S (B1)
Dwimorberg: WG (C1)

## E-F

East Emnet: R (B2, C2)
Eastfarthing: S (B2)
East Road, The: S (C2)
East Wall: R (C2, C3)
Eastfold: R (B3)
East-West Road (Great East Road): E (A1, B1)
Edhellond: WG (C2)
Edoras: R (B3)
Egledil: E (C3)
Eilenach: EG (C1)
Eithel Türin: EG (B3)
Emyn Arnen: EG (C2), M (A2)
Emyn Beraid (Tower Hills): S (A2)
Emyn Muil: R (C3)
Enedwaith: E (A2, A3)
Entwade: R (B3)
Entwash River: R (B2)
Ephel Dúath (Mountains of Shadow): M (A3, B3, C3)
Erech: WG (C1)
Ered Lithui (Ash Mountains): M (B1, C1)
Ered Luin (Blue Mountains): S (A3, B3)
Erelas: EG (B1)
Eriador: E (A2)
Erui River: EG (C2)
Ethir Anduin: EG (B3)
Ethring: EG (A1)
Ettenmoors: E (B1, C1)
Falls of Rauros: R (C3)
Fangorn Forest: R (A1, A2, B1, B2)
Fanuidhol (Bundushathûr, Mount Cloudyhead): E (C3)
Fanuilond: EG (A3, B3)
Far Downs, The: S (A2)
Fenmarch: R (B3)
Field Of Celebrant: R (B1)
Folde: R (B3)
Ford of Bruinen: E (B2)
Fornost: S (C1)
*Fornost Erain (Deadman's Dike):* S (C1)
Forsaken Inn, The: E (A1)
Frogmorton: S (B2)

## G-H

Gamwich: S (A1)
Gap Of Rohan: R (A2)
Gilrain River: EG (B1, B2)
Girdley Island: S (B2, C2)
Gladden Fields: E (C2)
Gladden River: E (C2)
*Gondor:* WG, EG
Great Bridge (Bridge of Stonebows, Brandywine Bridge): S (B2, C2)
Great Burrow (Michel Delving): S (A2)
Great East Road (East-West Road): E (A1, B1)
*Great Smials:* S (B2)
Green Hill Country: S (B2)
*Green Hills:* WG (A2, B2)
Greenfields: S (B1)
Greenholm: S (A2)
Greenway, The (North Road, North-South Road): E (A2), S (C2, C3)
Greyflood: E (A2, A3, B2)
Greywood: EG (C1)
Hardbottle: S (A2, A3)
Harlond: EG (C2)
Haysend: S (C3)
Helm's Deep: R (A3)
High Hay, The: S (C2)
High Pass: E (C1)
Hill, The: S (B2)
Hills of Evendim: S (A1, B1)
Hoarwell River: E (B1)
Hobbiton: S (B2)
Hollin (Eregion): E
Hollin Ridge: E (B2)
Hornburg (Helm's Deep): R (A3)

## I-K-L

Iantras: WG (B2, C2)
Imladris (Rivendell): E (B1, C1)
Irensaga: R (B3)
Isen: R (A2)
Isengard: R (A2)
Isenmouth: M (A1)
Ithilien: EG (C1), M (A2, A3)
Kelos River: EG (B2)
Khand Road: M (C2)
Khazad-dûm (Moria): E (B3, C3)
Kiril: WG (C2)
Kiril River: EG (A1)
Lake Evendim: S (B1)
Lamedon: EG (A1)
Last Bridge, The: E (B1)
Lebennin: EG (A2, B2)
Lefnui River: WG (A2)
Lhúchiril: WG (C1, C2)
Limlight River: R (B1)
Linhir: EG (C2)
Lithland: M (C2)
Little Delving: S (A2)
Lond Galen: WG (B2)
Lone-lands: E (A2, B2)
Long Cleeve: S (B1)
Longbottom: S (B3)
Lórnost: WG (A3)
Lossanarch: EG (B2, C2)
Lothlórien: E (C3)
Loudwater River: E (B2)

## M-N

Marish, The: S (B2, C2)
Mering Stream: R (C3)
Methedras: R (A2)
Methir: EG (A3)
Michel Delving (Great Burrow): S (A2)
Midgewater Marches: E (A1)
Minas Anor (became Minas Tirith): EG (C1)
Minas Brechil: EG (B1, B2)
Minas Ithil (became Minas Morgul): M (A2)
Minas Morgul (formerly Minas Ithil): M (A2)
Minas Tirith (formerly Minas Anor): EG (C1)
*Minhiriath:* S (C2, C3), E (A2, A3)
Min-rimmon : EG (B1)
Mirrormere: E (B3, C3)
Misty Mountains, The: E (C1, C2), R (A1)
Morannon (Black Gate): M (A1)
Morgai: M (A2)
Morgulduin: EG (C1), M (A2)
*Morgul-vale:* M (A2)
Moria (Khazad-dûm): E (B3, C3)
Morthond River: WG (C1, C2)
Mount Cloudyhead (Bundushathûr, Fanuidhol): E (C3)
Mount Doom (Orodruin): M (A2, B2)
Mount Mindolluin: EG (C1)
Mountains of Shadow (Ephel Dúath): M (A3, B3, C3)
Mouths of the Entwash: R (C3)
Naith, The: E (C3)
Nardol: EG (B1)
Nargroth: M (B2)
Needlehole: S (A1, A2)
Nen Hithodel: R (C3)
Newbury: S (C2)
Nimrais Road: EG (B1)
Nimrodel: E (C3)
*Nindalf:* R (C3)
Nobottle: S (A2)
North Downs: S (B1, C1)
Northfarthing: S (B1)
North Road (Greenway, North-South Road): E (A2), S (C2, C3)
North-South Road (North Road, Greenway): E (A2), S (C2, C3)
Nurn: M (B3)

## O-P

Oatbarton: S (B1)
Old Forest, The: S (C2)
Old Moria Road: E (B3)
Old Púkel-land (Drúwaith Iaur): WG (A1)
Old South Road: E (A3, B3)
Orodruin (Mount Doom): M (A2, B2)
Orthanc: R (A2)
Osgiliath: EG (C1), M (A2)
Ost-in-edhil: E (B3)
Overbourn Marshes: S (B3, C3)
Overhill: S (B2)
*Paths Of The Dead:* WG (C1)
Pelargir: EG (B2, C3)
Pelennor Fields: EG (C1)
Pincup: S (B3)
Pinnath Gelin: WG (A2, B2)
Pinnornost: WG (B1)
Plateau Of Gorgoroth: M (B2)
Poros River: EG (B3, C3)
*Prancing Pony Inn:* S (C2), E (A1)

## Q-R-S

Quarry: S (B2)
Rammas Echor: EG (C1)
Rast Rhaen: WG (A3)
Redhorn (Caradhras, Baranzinbar): E (C2)
Redhorn Gate (Redhorn Pass): E (B3, C3)
Redhorn Pass (Redhorn Gate): E (B3, C3)
Rhimdath: E (C1)
Rhosgobel: E (C2)
Rhovanion (Wilderland): M (B1, C1)
Rhudaur: E (B1, B2)
Ringló River: EG (A1), WG (C2)
Rivendell (Imladris): E (B1, C1)
River Lhûn (Blue River, River Lune): S (A1, A2)
River Lune (Blue River, River Lhûn): S (A1, A2)
Starkhorn: WG (C1)
Stock: S (B2)
Stockbrook: S (B2)
Stonewain Valley: EG (C1)
Swanfleet: E (B1, C1)

## T-U-V

Tarlang's Neck: WG (C1)
Tarnost: EG (A1, A2)
Tharbad: E (A3)
Thaurband: M (B3)
Thistlebrook: S (B3)
Three Farthing Stone: S (B2)
Thrihyrne: R (A3)
Tighfield: S (A2)
Tol Brandir: R (C3)
Tol Falas: EG (A3)
Tookbank: S (B2)
Tookland: S (B2)
Tower Hills, The (Emyn Beraid): S (A2)
Trollshaws: E (B1)
Tuckborough: S (B2)
Tyrn Gorthad (Barrow-downs): E (A1), S (C2)
Udûn: M (A1)
Vales of Anduin: R (C1, C2)

## W-Y-Z

Water, The: S (B2)
Waymeet: S (B2)
Weather Hills: E (A1)
Weathertop (Amon Sûl): E (A1)
Wellinghall: R (A2)
West Emnet: R (B3)
Westfarthing: S (A2, B2)
Westfold: R (A3)
Westmarch: S (A2)
White Downs, The: S (A2)
White Mountains: EG (A1, B1), WG (B1)
White Towers: S (A2)
Whitfurrows: S (B2)
Whitwell: S (B2)
Wilderland (Rhovanion): M (B1, C1)
Willowbottom: S (B3)
Withywindle: S (C3)
Wold: R (B1, C1)
Woodhall: S (B2)
Woody End: S (B2, B3)
Yale, The: S (B2)
Zirak-zigil (Celebdil, Silvertine): E (B3)

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Rhudaur
Dunland
Lone-lands
South Downs
Weather Hills
Chetwood
Staddle
Archet
Bree
Combe
Weathertop
Barrow-downs
Andrath
Greenway
Great East Road
The Last Bridge
Hoarwell River
Trollshaws
Coldfells
Ettenmoors
Rhimdath
Carrock
Misty Mountains
High Pass
Rivendell
Ford of Bruinen
Loudwater River
The Angle
Hollin Ridge
Gladden River
Gladden Fields
Rhosgobel
Caradhras
Celebdil
Fanuidhol
Moria
Dimrill Dale
Old Moria Road
Ost-in-Edhil
Greyflood River
Sirannon River
Old South Road
Lothlórien
Cerin Amroth
the Naith
Caras Galadhon
Silverlode
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Gamwich
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Oatmanton
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Bindale wood
Scary
Quarry
Girdley Island
Brockenborings
Budge Ford
Bridgefields
Staddle Bridge
Staddle Brea
Rushock Bog
overhill
the hill
hobbiton
the water
the east road
the high hay
Newbury
Crickhollow
Buckleburry
the old forest road
the old forest
the barrow downs
Tighfield
nobottle
little delving
the westmarch
the tower hills
the far downs
the white downs
the water
the green hill country
the marish
Standelf
Rushy
woody end
Stockbrook
Shirebourn
Willowbottom
Deephallow
Haysend
Withywindle River
the Green Road
west farthing
Whitfurrows
Bywater
the yale
Stock
Frogmorton
Greenholm
Whitwell
Hardbottle
Tookbank
Tuckborough
Woodhill
Tookland
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Sarn Ford
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Dol
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Gap of Rohan
Isen River
Sleping Scream
Rohan
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Emnet
Enedwash River
South
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Nen
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Falls of
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Amon
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West
Emnet
Westfold
Entwade
Helm's Deep
Aglarond
Adorn River
Thrihyrne
Snowbourn River
Edoras
Fenmarch
Irensaga
Dunharrow
Eastfold
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DAGORLAD
DEAD MARSHES
RHOVANION
ASH MOUNTAINS
THE BLACK GATES
CIRITH GORGOR
UDÛN
DURTHANG
CARACH ANGREN
TARNOST ITHE
BARAD-DÛR
SERECHOST
MOUNT DOOM
PLATEAU OF GORGOROTH
LITHLAD
NARGROTH
OSGILIATH
CIRITH UNGOL
MINAS MORGUL
MORGULDUIN
ITHILIEN
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kinglo river
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ringlo river
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gilrain river
serni river
kelos river
dor-en-ernil
amroth road
linhir
lebennin
belfalas
ethir anduin
south
gondor
eilenach
ruadan
stonewain valley
amon din
mount mindolluin
greywood
ramas echor
minas tirith
pelennor
osgiliath
harlond
erui river
lossarnach
crossings of erui
emyn arnen
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Middle Earth
Forlindon
Lune
Blue Mountains
Lindon
Shire
Eriador
Minhiriath
Enedwaith
Bay of Belfalas
Gondor
Rohan
Fangorn
Dunland
Rhudaur
Angmar
Eregion
Moria
Misty Mountains
Grey Mountains
Iron Hills
Rhovanion
Forochel
Harad
Khand
Near Harad
Mordor
Ash Mountains
Mount Doom
Sea of Rhûn
Lake Evendim
Lake Nenuial
Lake Cleder
Lake Angle
Lake Mirrormere
Lake Nen Hithoel
Lake Nen Lhaw
Lake Nen Hithoel
Lake Nen Lhaw
Lake Nen Hithoel
Lake Nen Lhaw